

GLOSSARY

ACCESSIBLE, ACCESSIBILITY.

Accessible to and usable by persons with disabilities.

ACTIVITY.

An act or action engaged in during play: running, jumping, touching, pretending, thinking, constructing, etc.

ADJACENCY DIAGRAM.

A diagram that illustrates relationships between play area components necessary for safety and function.

AGE GROUP, PRIMARY AGE GROUP, USER AGE GROUP.

The age appropriate user of a play area, play area component, play event, or design element. Three age groups are addressed in the manual: 6 weeks to 5 years, 5 to 9 years, and 9 to 15 years.

BEHAVIOR.

The actions or reactions of children engaged in play. The child's responses to the particular play setting or event.

COGNITIVE, COGNITIVE DEVELOPMENT.

The process by which a child learns through perception, reasoning, experimentation, exploration, intuition, or knowledge. A cognitive play activity is one which increases the child's learning or knowledge.

COMPONENT, PLAY AREA COMPONENT.

A play area component supports a particular type of play activity, such as dramatic play; sports and games; and sand play; and contributes to the safety, convenience, and comfort of users, such as signage.

COMPOSITE PLAY EQUIPMENT.

Manufactured play equipment that is composed of two or more play events that are functionally attached; an example is a combination climber, horizontal ladder, track ride, and slide.

CONCEPT DESIGN.

A preliminary design that incorporates the design program.

DEVELOPMENT.

To increase or expand the child's physical, cognitive, and social development.

DEVELOPMENTAL, DEVELOPMENTAL NEEDS.

The experiences or activities required to stimulate a child's physical, cognitive, or social growth.

ELEMENT, DESIGN ELEMENT.

An item that exists on site or is introduced to the site and contributes to the play area design; one or more design elements comprise a play area component.

EMOTIONAL, EMOTIONAL DEVELOPMENT.

The feelings or sensitivities that are expanded through play, such as fear, joy, sadness, love, compassion, etc.

FREESTANDING EQUIPMENT.

Manufactured play equipment that consists of a single play event that is not connected or functionally linked to another piece of manufactured play equipment.

LOOSE PARTS.

Play equipment, toys, or props that are moveable and can be used or combined to construct things or represent things, e.g., cardboard, sheets, containers for filling, small toy cars, etc.

MANUFACTURED PLAY EQUIPMENT.

A manufactured play structure, for use in public play areas, that is anchored to the ground or not intended to be moved.

PHYSICAL, PHYSICAL DEVELOPMENT.

Involving or influencing movement of the body, including muscular, circulatory, respiratory, and nervous systems.

PLAY AREA.

The area where children engage in play activities; an area constructed specifically for children's play.

PLAY EVENT.

A piece of manufactured play equipment that supports one or more play activities.

SOCIAL, SOCIAL DEVELOPMENT.

Living, performing, and communicating within a community or other organized group of people; the skills required to participate within such an organization or the activities which stimulate development of such skills.

USE ZONE.

The clear area under and around play equipment where a child could land when falling, jumping, or exiting from the equipment.